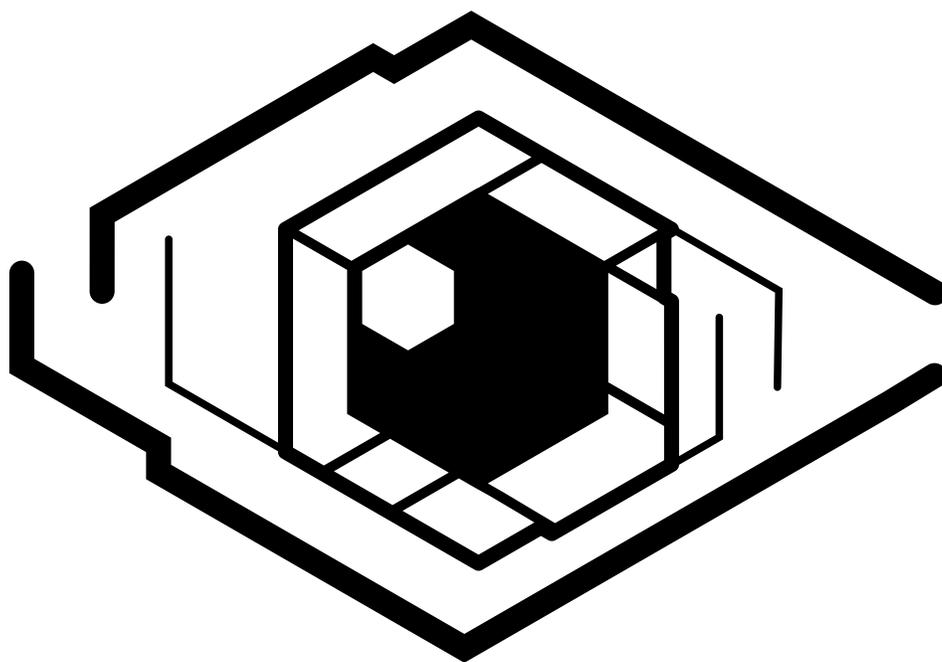


# Vantage Point



Kota Kalimantan is the site of the world's newest space elevator. In the wake of its construction, social and political upheaval has created opportunities for corps and runners alike as different factions vie for control.

*Elevation* is an 82 card expansion, designed to complement *System Gateway* and an ideal first expansion for players looking to get further into Netrunner.

**Print this PDF at 100% size with no additional margins.**



## VANTAGE POINT

In revisiting *System Gateway's* Luna setting, we check in on a few familiar faces while witnessing new powers emerge: a prestigious university hiding terrible secrets; a rogue AI obsessed with detective stories; a man whose history has been erased, fighting the Net-scouring agents who want him deleted—for good.

Meanwhile, corporations are finding that sometimes, a little bad publicity is a small price to pay if it means securing victory. Runners have rediscovered old tech and untraceable credits that give them an edge when breaking into Net fortresses. Corporations conduct dangerous experiments and Runners arm explosives.

Luna has become a powder keg.

You're the spark.

## BAD PUBLICITY

When Corps overreach, not everyone looks the other way. A crucial few may organize, hinder Corp operations, or aid those who do. Their outside support can add up and help a Runner make every run count just a little more.

**BAD PUBLICITY COUNTERS** are only gained and lost through card abilities. Place them near the Corp's identity to track how much bad publicity they have.

Every time a run is about to begin, the Runner fills their **BAD PUBLICITY FUND** with a number of credits from the bank equal to the number of bad publicity counters the Corp has. These credits can be spent for any purpose during the run, but anything left in the fund when the run ends is returned to the bank.

*Vantage Point* introduces a rules change that simplifies how bad publicity works: the bad publicity fund is now a dedicated location. Credits there are not part of the Runner's credit pool, so they aren't counted or affected by abilities that check how many credits the Runner "has" or that make the Runner "lose" credits. You can use the other side of this card to represent the bad publicity fund in the play area.

## BAD PUBLICITY FUND

Place credits (C) the Runner gains from the Corp's bad publicity here.

## WHO WE ARE

Null Signal Games is a collective of Netrunner fans and a nonprofit game studio. Our mission is to keep the game of Netrunner alive and thriving. We do this through several initiatives:

We design, playtest, and release new card sets, such as the one you are holding now.

We provide opportunities and prize for casual and competitive organized play. Our events range from local game nights all the way to a tournament circuit topped by a world championship.

We promote diversity and inclusion within the Netrunner community. We believe in making a game that is accessible to and representative of anyone who wants to play.

Thanks for running with us!

Visit [nullsignal.games](http://nullsignal.games) for more info.



### VIRTUAL INTELLIGENCE, P.I.

"YOU CAN CALL ME VIC"

1P/1S

I was awake, and knew I shouldn't've been. I felt the Dame and the Rat nodding off. This was supposed to be their scene, so why the hell was I here? That's when the phone rang again, rattling that little bell in my head that says it's time to go something stupid. It was 23:02:13, planetside standard time, and the kid was on the other end of the line. Trouble, but wouldn't say what I checked my drawer: one revolver and one bottle of Sprinting Jim, down to one shot each. I made my choice. At 23:02:19, I was in her pocket.

2025 Null Signal Games illus. Marlon Ruiz



### HIRAM "OMISSION" SVENSSON

SHADOW OF THE PAST

HE/HIM

Two minutes and thirty-seven seconds after blowing the whistle on a top-secret NBN project, Hiram Svенsson's entire existence had been scrubbed from the Net. His employment history with the corp shredded, bank accounts and social channels disappeared, Hiram turned to forgotten analog technology to evade NBN's gaze.

Quietly, patiently, Hiram probes corp servers and broadcasts their secrets via copper wires and radio waves. It's only a matter of time before his signal is detected again. If he's lucky, the truth will resonate long after he's gone.

2025 Null Signal Games illus. Marlon Ruiz



### EDITORIAL DIVISION

AD NIHILUM

From the surface of Luna, an inverted pyramid casts a shadow over the solar system and the Net. Within its umbra, information and people are occluded with surgical precision, leaving behind no traceable gaps in the timeline, only a lingering feeling that something is missing.

This is NBN's Editorial Division. Its agents, remote, efficient, and meticulous, end lives lived on the Net. Their deeds leave no digital evidence. Loose ends in meatspace, however, often require cleanup.

2025 Null Signal Games illus. Dina Khalifah



### MÉLIÈS U

ONLY THE BRIGHTEST

Luna bears the scars of its past, and Méliès City was one among many. But this old grave became a megacorp opportunity: Jinteki credits rebuilt Méliès's cracked domes, turning the ruins into the fastest-growing settlement on Lunar soil, and the perfect host to its new academic venture.

It's not just a matter of shaping new graduates into Jinteki hires, or the achievement of building the largest biosupport surface dome on Luna. It also allows reclaiming underground spaces for live clone research, keeping it carefully hidden from regulators and ethics boards alike.

2025 Null Signal Games illus. Matheus Calza, Anthony Huchings

## PLAYING WITH MÉLIÈS U

*Vantage Point* contains 3 copies of *Méliès U: Only the Brightest*, each corresponding to a different central server. While playing with this identity, the Corp ends each of their turns by secretly setting 1 of those copies as their active identity card. In this way, the Corp tries to predict which central server the Runner will challenge first on their next turn.

When the Runner makes a successful run on a central server, the Corp must flip their identity, revealing their current prediction. If the prediction is correct, the ability on the back side will resolve and allow the Corp to further manipulate the future.

Each version of *Méliès U's* back face has the same effects: the only difference is which central server meets the trigger condition. To help identify which version is which, they are marked with these icons:



HQ



R&D



Archives

Finally, any time the Runner ends their turn without making a successful run on a central server, *Méliès U's* last ability will give the Corp an extra credit.

VIRTUAL INTELLIGENCE, P.I.  
"YOU CAN CALL ME VIC"  
IT/ITS

4  
0

**IDENTITY: Digital**

Once per turn →  $\text{C}$ , 1  $\text{Q}$ : Draw 1 card and remove 1 tag.

"I knew from the start this case was gonna be the end of me..."

45 2026 Null Signal Games Illus. Marlon Ruiz 15

HIRAM "OMISSION" SVENSSON  
SHADOW OF THE PAST  
HE/HIM

4  
0

**IDENTITY: Natural**

Whenever you install or trash a piece of hardware (from any location), look at the top card of R&D.

"Truth runs deeper than power can ever reach."

45 2026 Null Signal Games Illus. Marlon Ruiz 15

EDITORIAL DIVISION  
AD NIHILUM

45 **IDENTITY: Division** 15

The first time each turn you take bad publicity, you may search R&D for 1 non-agenda **black ops**, **gray ops**, or **liability** card and reveal it. (Shuffle R&D after searching it.) Add that card to HQ.

*It never happened.*

2026 Null Signal Games Illus. Emilio Rodríguez 46

MÉLIÈS U  
ONLY THE BRIGHTEST

45 **IDENTITY: Division** 15

When your discard phase ends, secretly set your identity to any copy of Méliès U: Only the Brightest.

When the Runner makes a successful run on a central server, flip this identity.

When the Runner's action phase ends, gain 1  $\text{Q}$ .

2026 Null Signal Games Illus. Kira L. Nguyen 36

SUBSURFACE LABS  
MÉLIÈS U

**IDENTITY: Department**

When you flip this identity to this side during a run on R&D, look at the top card of R&D. You may trash that card. If you do, add 1 card from Archives to HQ.

When the Runner's discard phase ends, flip this identity.

*Beneath any notice.*

2026 Null Signal Games Illus. Kira L. Nguyen 36

MÉLIÈS U  
ONLY THE BRIGHTEST

45 **IDENTITY: Division** 15

When your discard phase ends, secretly set your identity to any copy of Méliès U: Only the Brightest.

When the Runner makes a successful run on a central server, flip this identity.

When the Runner's action phase ends, gain 1  $\text{Q}$ .

2026 Null Signal Games Illus. Kira L. Nguyen 36

TENURE FLOORS  
MÉLIÈS U

**IDENTITY: Department**

When you flip this identity to this side during a run on HQ, look at the top card of R&D. You may trash that card. If you do, add 1 card from Archives to HQ.

When the Runner's discard phase ends, flip this identity.

*Above all else.*

2026 Null Signal Games Illus. Kira L. Nguyen 36

MÉLIÈS U  
ONLY THE BRIGHTEST

45 **IDENTITY: Division** 15

When your discard phase ends, secretly set your identity to any copy of Méliès U: Only the Brightest.

When the Runner makes a successful run on a central server, flip this identity.

When the Runner's action phase ends, gain 1  $\text{Q}$ .

2026 Null Signal Games Illus. Kira L. Nguyen 36

DISPOSAL GROUNDS  
MÉLIÈS U

**IDENTITY: Department**

When you flip this identity to this side during a run on Archives, look at the top card of R&D. You may trash that card. If you do, add 1 card from Archives to HQ.

When the Runner's discard phase ends, flip this identity.

*Off the record.*

2026 Null Signal Games Illus. Kira L. Nguyen 36

**1** **CHAIN REACTION**



**EVENT**

Play only if you made a successful run on HQ, R&D, and Archives this turn.

Trash 2 installed Corp cards. The Corp trashes 1 installed Runner card.

*One stone is a small price to pay for two birds.*

2026 Null Signal Games Illus. Matheus Calza 1

**2** **TAKE A DIVE**



**EVENT: Run**

Run HQ or R&D. If successful, and if a subroutine resolved during this run, give the Corp 1 bad publicity.

Remove this event from the game.

*"The walking flatlined will never know the difference between a cyberwall and a Saisentan. Use that fact!"*  
—Cracking Corps for Fun and Profit

2026 Null Signal Games Illus. Amirul Hkf 2

**3** **◆ THE TUNGSTEN TAILOR**



**HARDWARE**

Each piece of ice gets -1 strength.

The first time each turn you break a subroutine on a piece of ice with 0 or less strength, gain 1  $\text{C}$ .

*"I don't know if the Net is made of atoms or bits or something else altogether. I do know this baby's sharp enough to poke a hole in whatever the answer is."*  
—Pumpkin-and-Dumplin

2026 Null Signal Games Illus. Si F Sweetman 3

**3** **CORSAIR**



**PROGRAM: Icebreaker - Fracter**

Interface → 1  $\text{C}$ : Break 1 **barrier** subroutine.

1  $\text{C}$ : The **barrier** you are encountering gets -3 strength for the remainder of this encounter. Spend credits only from **stealth** cards to use this ability.

*There have been many golden ages of piracy, each occurring on stranger and stormier waters.*

0

2026 Null Signal Games Illus. Anna Butova 4

**1** **LAMPADES**



**PROGRAM**

When you install this program, place 3 power counters on it.

Access → **Hosted power counter**, pay the **printed rez or play cost of the card you are accessing**: Trash that card. Spend credits only from **stealth** cards to use this ability.

*"We herald the goddess."*

2026 Null Signal Games Illus. Júlio Rocha 5

**2** **◆ HACKERSPACE**



**RESOURCE: Location**

You can install unique (◆) **companion** resources and unique (◆) **connection** resources onto this resource. Each resource installed this way costs 1  $\text{C}$  less to install.

While this resource has a hosted **companion** and a hosted **connection**, you get +2 maximum hand size.

*"That's S4lamander, Maestro, iggy two-fingers, C-Sweet, Johnny N., Tina 'Kickflips'. And of course, Sir Hacksalot."*

2026 Null Signal Games Illus. Emilio Rodríguez 6

**1** **◆ NURSE HẠNH**



**RESOURCE: Connection**

Whenever 2 or more facedown cards in Archives are turned faceup, draw 2 cards.

*"I'll just need your arm for a few moments."*

2026 Null Signal Games Illus. Alecia Doyle 7

**0** **◆ STICK AND POKE**



**RESOURCE: Companion - Virtual**

The first time each turn you encounter a piece of ice, it gains "↳ Do 1 net damage. The Runner draws 1 card," before its other subroutines, for the remainder of that encounter.

*In the Net, it takes a special effort not to sanitize your equipment. But they manage anyway.*

2026 Null Signal Games Illus. Cot Shen 8

**2** **KOMPROMAT**



**EVENT: Run**

Run a server protected by ice. When that run ends, if it was successful, give the Corp 1 bad publicity unless they derez 1 piece of ice protecting the attacked server.

Remove this event from the game.

*It's easier to dodge a bullet than an envelope with your name on it.*

2026 Null Signal Games Illus. Scott Uminga 10

**1** **SELL OUT**



**EVENT**

As an additional cost to play this event, trash 1 installed resource.

Gain 4 and draw 2 cards.

*"We're cooked, maninha. Somebody tipped them off."*

2026 Null Signal Games Illus. Alecia Doyle 11

**3** **TAILGATE**



**EVENT: Run**

The play cost of this event is lowered by 1 for each piece of ice protecting HQ.

Run HQ. If successful, access 2 additional cards when you breach HQ.

*In the age of unparalleled digital security, never underestimate the power of human error.*

2026 Null Signal Games Illus. Oliver Morit 12

**0** **BORROWED GOODS**



**HARDWARE: Chip**

+1

When you install this hardware, if you are not tagged, take 1 tag.

*"Nice job, kid. Now lose the tail."*

2026 Null Signal Games Illus. Oliver Morit 13

**3** **ROTARY**



**HARDWARE: Console**

+1

Whenever you breach HQ or R&D, you may take 1 tag to access 1 additional card.

2: Trash this hardware. Only the Corp can use this ability, and only if the Runner is tagged.

Limit 1 console per player.

2026 Null Signal Games Illus. Martin de Diego Sádaba 14

**3** **BAKER**



**PROGRAM**

Once per turn → : Run Archives. When you would approach Archives (after passing all ice), you may pay 1 to instead change the attacked server to HQ or R&D and approach that server. Spend credits only from **stealth** cards to pay this cost.

*Time for a key change.*

2026 Null Signal Games Illus. Adam S. Doyle 15

**1** **UNDERDOME IRREGULARS**



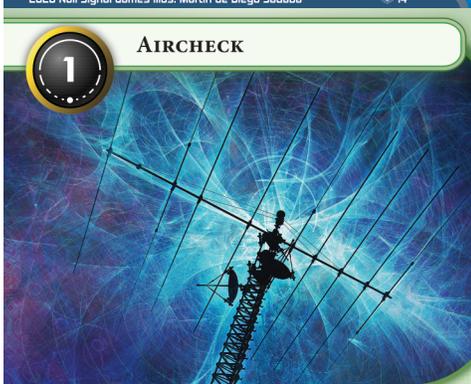
**RESOURCE: Connection**

When your action phase ends, if a piece of ice was rezzed this turn, draw 2 cards or remove 1 tag. If no ice was rezzed this turn, trash this resource.

*"Got me out of a jam, so I lend it a hand sometimes. Same with most of us: favors, debts, blackmail, whatever. Point is, when Vic calls, you pick up."*

2026 Null Signal Games Illus. Mauricio Herrera 16

**1** **AIRCHECK**



**EVENT: Run - Stealth**

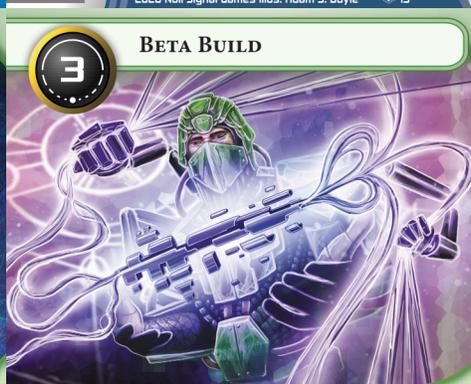
Place 4 on this event. While this event is active, you can spend hosted credits, and you cannot lose or spend credits from your credit pool.

Run HQ or R&D.

When that run ends, if it was successful, you may run a remote server.

2026 Null Signal Games Illus. Mia Siergiejew 18

**3** **BETA BUILD**



**EVENT: Run**

Search your stack for 1 non-virus program. Install it, ignoring all costs. (Shuffle your stack after searching it.)

Run any server. When that run ends, if that program has not been uninstalled, add it to the top of your stack.

*"I don't need a forever answer, I need a now answer."*

2026 Null Signal Games Illus. Ferenc Patkós 19

**4** **METHUSELAH**



**HARDWARE: Console - Stealth**

+1

Whenever a run begins, you may trash 1 piece of hardware from your grip to place 2 on this hardware.

You can spend hosted credits during runs.

Limit 1 console per player.

2026 Null Signal Games Illus. Marlon Ruiz 20

**2** ♦ **TOUCHSTONE**



**HARDWARE: Stealth**

The first time each turn you play an event, place 1 ⚡ on this hardware. You can spend hosted credits during runs.

*I know who I am.*

2026 Null Signal Games Illus. Si F Sweetman 21

**0** **READ-WRITE SHARE**



**PROGRAM**

Limit 4 hosted cards.

When you install this program and when your turn begins, you may host 1 card from your grip facedown on this program to draw 1 card.

♣: Shuffle all hosted cards into your stack.

*Take what you need. Leave what you can.*

2026 Null Signal Games Illus. Martin de Diego Sádaba 22

**1** **SIPA**



**PROGRAM**

The first time each turn you pass the outermost piece of ice protecting a server after fully breaking it, you may swap it with another installed piece of ice.

*Can't let it touch the ground.*

2026 Null Signal Games Illus. Ferenc Patkós 23

**0** **STOWAWAY**



**PROGRAM: Trojan**

Install only on a piece of ice.

Whenever you make a successful run on this server, gain 2 ⚡.

*Not only does life exist in the Net, it adapts to our presence and thrives.*

2026 Null Signal Games Illus. Elwin "Jakuza" Rumpalmir 24

**2** ♦ **WORD ON THE STREET**



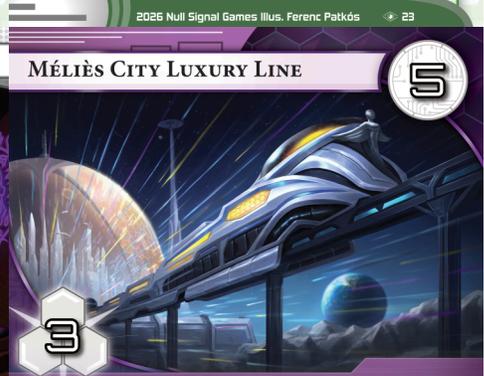
**RESOURCE**

As an additional cost to score an agenda the Corp installed this turn, they must add this resource to their score area as an agenda worth -1 agenda points with "You cannot forfeit this agenda."

When the Corp scores an agenda they did not install this turn, trash this resource, gain 4 ⚡, and draw 1 card.

2026 Null Signal Games Illus. Marlon Ruiz 25

**5** **MÉLIÈS CITY LUXURY LINE**



**AGENDA: Expansion**

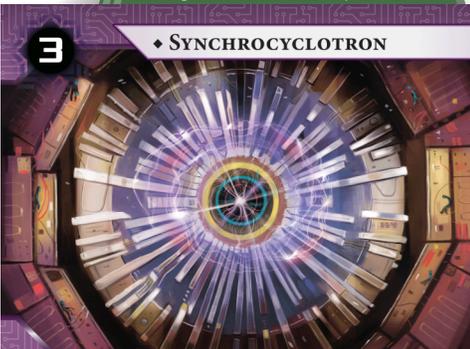
As an additional cost to steal this agenda, the Runner must spend ⚡.

When you score this agenda, gain ⚡.

*"Welcome aboard, Moonsilver Class members. Our express stops today are at New Lovell, Heinlein, and Imamura Station."*

2026 Null Signal Games Illus. Mahardika Wahyu (Polar Engine) 26

**3** ♦ **SYNCHROCYCLOTRON**



**ASSET: Facility**

The first **double** operation you play each turn costs ⚡ less to play.

*The cyclotron's utility was discovered after its magnets quenched during load testing, resulting in 1,600 tons of liquid helium venting directly into Heinlein city tenements and an anomalous 13-second local time loss. An apology was issued, funerals were covered, and funding was rerouted to recreate the error at scale.*

2026 Null Signal Games Illus. Anna Butova 27

**8** **ANSEL 2.0**



**ICE: Sentry - Bioroid - Destroyer**

**Lose ⚡⚡:** Break up to 2 subroutines on this ice. Only the Runner can use this ability.

- ↳ Trash 1 installed Runner card.
- ↳ Remove 1 card in the heap from the game.
- ↳ You may install 1 card from HQ or Archives.
- ↳ End the run.

Designed by 2021 World Champion Patrick Gower

2026 Null Signal Games Illus. Benjamin Gietzt 28

**4** **REVERB**



**ICE: Barrier - Harmonic**

The rez cost of this ice is lowered by 1 ⚡ for each other unrezzed piece of ice.

- ↳ End the run.
- ↳ End the run.

*Everything in the Net is ultimately just information—light, sound, runners. If you can reflect any, you can reflect all.*

2026 Null Signal Games Illus. Elwin "Jakuza" Rumpalmir 29

**4** SLEIPNIR

ICE: Code Gate

- ↳ You may draw 1 card.
- ↳ You may shuffle 1 card from HQ or Archives into R&D.
- ↳ End the run.

*He bade write on the shield before the shining goddess, On Sleipnir's teeth, and the straps of the sledge.*

2026 Null Signal Games Illus. Adam S. Doyle

**1** VERTIGO

ICE: Code Gate

When the Runner passes this ice, if they have no  $\text{C}$  remaining, they cannot steal or trash Corp cards for the remainder of this run.

- ↳ The Runner loses  $\text{C}$ .

*It was only a moment for you; you took no notice.*

2026 Null Signal Games Illus. Ed Hachtman

**5** CAVEAT EMPTOR

OPERATION: Transaction

Resolve 1 of the following:

- Gain 6 $\text{C}$ . The Runner gets -1 allotted  $\text{C}$  for their next turn.
- Gain 10 $\text{C}$ . The Runner gets +1 allotted  $\text{C}$  for their next turn.

*"I can tell you're a discerning customer. That's why you're here, after all."*

2026 Null Signal Games Illus. Mauricio Herrera

**0** REALLOC()

OPERATION: Double

As an additional cost to play this operation, spend  $\text{C}$ .

Choose 2 rezzed pieces of ice. For each chosen piece of ice, gain credits equal to its printed rez cost, then derez it.

*All service will be indefinitely suspended by 11:59 pm tonight. We apologize for any inconvenience.*

2026 Null Signal Games Illus. Mia Siergiejew

**1** RETIREMENT PLAN

OPERATION: Double

As an additional cost to play this operation, spend  $\text{C}$ .

Install 1 agenda, asset, or piece of ice from Archives.

*Your terms of service have been extended.*

2026 Null Signal Games Illus. Mauricio Herrera

**1** PERFECT RECALL

UPGRADE

When you rez this upgrade and whenever an agenda is scored or stolen from this server or its root, place 1 power counter on this upgrade.

**Hosted power counter:** Reveal 1 card in HQ. The Runner cannot steal or trash copies of that card for the remainder of this run. Use this ability only during a run.

**4** LOTUS HAZE

AGENDA: Security

When you score this agenda, place 3 agenda counters on it.

**Hosted agenda counter:** Move 1 rezzed upgrade to the root of another server.

*"Warn you? Useless. Once they make the biofeedback stick, all you see is what they want you to see."*

*—Witch\_Of\_The\_Woods*

2026 Null Signal Games Illus. Anna Butova

**0** ESCA

ASSET: Ambush

While the Runner is accessing this asset in R&D, they must reveal it.

When the Runner accesses this asset, they lose 1 $\text{C}$ . If they are tagged, do 1 net damage.

*"touch it for all I care! just don't post a sob story if you get bit"*

*—luc3ne, in the Rig Kids 'new-runners' channel*

2026 Null Signal Games Illus. Júlio Rocha

**1** EZAM

ICE: Code Gate

$\text{C}$ : Swap this ice with another installed piece of ice.

- ↳ Look at the top card of R&D. You may add that card to the bottom of R&D.
- ↳ Each piece of ice gets +1 strength for the remainder of this run.

*A web that only tightens the more you're lost within it.*

2026 Null Signal Games Illus. Benjamin Glietti

**5** **KNOWLEDGE SEEKER**

Whenever an encounter with this ice ends, if it has 3 or more hosted virus counters, purge virus counters and derez this ice.

- Place 1 virus counter on this ice.
- Look at the top 4 cards of R&D and arrange them in any order.
- End the run.

Designed by 2021 Asia-Pacific Champion William "Sakka" Huang

ICE: Code Gate

2026 Null Signal Games illus. Anthony Hutchings

**6** **LIONSMANE**

- Do 2 net damage.
- Do 2 net damage unless the Runner pays 3.
- Do 2 net damage unless the Runner jacks out.

"Step closer," you dream you hear. "Feel my embrace."

ICE: Sentry - RP

2026 Null Signal Games illus. Liga Smilshkaine

**2** **VICSEK**

- Do X net damage and give the Runner X tags. X is equal to the number of tags the Runner has.
- Give the Runner 1 tag. Trash this ice.

ICE: Trap - RP - Observer

2026 Null Signal Games illus. Julia Rocha

**0** **CULTIVATE**

**OPERATION**

Look at the top 5 cards of R&D. Trash 1 of those cards, add 1 of them to HQ, and arrange the rest in any order.

*To nurture perfection is to know when, what, and whom to cut.*

2026 Null Signal Games illus. Matheus Colza

**0** **UNLEASH**

**OPERATION: Gray Ops**

As an additional cost to play this operation, remove 1 tag.

Rez 1 installed piece of ice, ignoring all costs. You may resolve 1 subroutine on that ice.

"Found you."

2026 Null Signal Games illus. Cat Shen

**1** **◆ THE RED ROOM**

**UPGRADE: Facility**

Central server only.

The first time each turn an agenda is scored or stolen, place 1 power counter on this upgrade.

**Hosted power counter:** End the run. Use this ability only during a run against another server.

*The equipment for asset return and processing is bespoke, and can be set up in less than an hour.*

2026 Null Signal Games illus. Benjamin Gilette

**WITCH HUNT**

**4**

**AGENDA: Initiative - Liability**

When this agenda is scored or stolen, take 1 bad publicity.

When your action phase ends, if you scored this agenda this turn, remove all tags, then give the Runner 3 tags.

*Of the truth, only ashes remained. Of his former life, even less.*

2026 Null Signal Games illus. Arief Rusdiatama (Polar Engine)

**◆ MAGISTRATE REVONTULET**

**2**

**ASSET: Executive**

As an additional cost to steal an agenda, the Runner must pay 3.

Whenever you score an agenda, the Runner loses 3.

*"I do not take kindly to uninvited guests in my reality. Have you at least brought a gift?"*

2026 Null Signal Games illus. Grace Zhu

**◆ NIHILO AGENT**

**1**

**ASSET: Enforcer - Liability**

When you rez this asset, load 3 power counters onto it. When it is empty, trash it.

When your turn begins, remove 1 tag and 1 bad publicity.

When your discard phase ends, give the Runner 1 tag, take 1 bad publicity, and remove 1 hosted power counter.

*...reel-acquir & history-del*

2026 Null Signal Games illus. Distina Khalidsh

**5** GRUBBER

When you rez this ice, if it is protecting a central server, take 1 bad publicity.

- ↳ End the run unless the Runner pays 3♠.
- ↳ End the run unless the Runner pays 3♠.

*gimme gimme gimme gimme gimme gimme*

ICE: Barrier - Liability

2026 Null Signal Games illus. Scott Umriga

**9** LETHE

Whenever the Runner bypasses or fully breaks this ice, give them 1 tag.

- ↳ You may add 1 card from Archives to the top or bottom of R&D.
- ↳ Add 1 installed Runner card to the grip.

*Drink deeply and forget.*

ICE: Sentry - Observer

2026 Null Signal Games illus. Dasha Khalidish

**1** PAYWALL

When the Runner encounters this ice, they lose 1♠.

- ↳ End the run unless the Runner pays 1♠.

*"Yeah, I previously worked at a Weyland shop, but the boss had it out for me. Creative differences."*

—Isolde Muraro, ice architect

ICE: Barrier

2026 Null Signal Games illus. Ed Mathison

**3** FLOOD THE MARKET

**OPERATION: Double**

As an additional cost to play this operation, spend 2♠.

Choose 1 installed card you can advance. Place 1 advancement counter on that card for each remote server that has a card in its root and is protected by ice.

*There is a tipping point where an ad becomes so omnipresent, it's subliminal.*

2026 Null Signal Games illus. Dimik

**0** SCAPEGOAT

**OPERATION: Gray Ops**

Resolve 1 of the following of the Runner's choice:

- Remove 2 bad publicity.
- Choose 1 installed Runner card. The Runner shuffles it into the stack.

*She'd play the part of the dangerous criminal for now; that was the deal. She was too useful to put away for good. Even Lunar Customs could use a smuggler of her skills now and then.*

2026 Null Signal Games illus. Olie Boldador

**6** HYPE MACHINE

**UPGRADE: Advertisement**

As long as an agenda was scored or stolen this turn, the rez cost of this upgrade is lowered by 6♠.

♠: Place 1 advancement counter on a card you can advance in the root of this server.

*Every season is preview season.*

2026 Null Signal Games illus. Matheus Catza

**2** SACRIFICE ZONE EXPANSION

**AGENDA: Public - Expansion**

Install only faceup. (This agenda is neither rezzed nor unrezzed.)

The first time each turn you advance this agenda, gain 3♠.

Once per turn → When the Runner makes a successful run on another server, you may remove 1 hosted advancement counter to do 1 meat damage.

2026 Null Signal Games illus. Si F Sweetman

**1** LUANA CAMPOS

**ASSET: Executive - Liability**

When your turn begins, you may host 1 of your bad publicity counters on this asset. (It has no effect while hosted.) If you do, gain 3♠ and draw 1 card.

♣ → When this asset would be uninstalled, take all hosted bad publicity.

*"May our new headquarters live twice as long as the noble kapok tree that stood where I now stand!"*

2026 Null Signal Games illus. Dimik

**4** EVENT HORIZON

♠: End the run. Use this ability only during a run against this server.

- ↳ Trash 1 installed program unless the Runner pays 3♠.
- ↳ End the run unless the Runner pays 3♠.

*Even light cannot escape. What makes you think you can?*

ICE: Sentry - Destroyer

2026 Null Signal Games illus. Ferenc Palkócs

**2** **FLYWHEEL**

ICE: Sentry

↳ Gain 10. You may draw 1 card.  
↳ Gain 10. You may draw 1 card.

*"The metakinetic energy of an incursion is an asset. Direct the invader's movement into a dynamic system, and you may be surprised how much the cluster can extract from it."*  
—Moirā Virtue, Ice Engineering, MU (formerly of KKU)

2026 Null Signal Games Illus. Ed Mattinian

**8** **TOCSIN**

ICE: Code Gate - Expendable

⌚, 10, reveal and trash this ice from HQ: Search R&D for up to 1 barrier and up to 1 sentry and reveal them. Add those cards to HQ.

↳ The Runner loses 20.  
↳ End the run.  
↳ End the run.

*No one can hear the clamor of the bells and not be alarmed. Least of all the intruder.*

2026 Null Signal Games Illus. Scott Umriga

**10** **MYŌSHU**

**OPERATION**

Play only if you scored an agenda this turn that you did not install this turn.

Add this operation to your score area as an agenda worth 2 agenda points.

*There is no victory which is not also beauty.*

2026 Null Signal Games Illus. Adam S. Doyle

**2** **REANIMATION PROTOCOL**

**OPERATION: Liability**

Install and rez 1 piece of ice from Archives, paying a total of 100 less. If you rezzed a piece of non-liability ice this way, take 1 bad publicity.

*The only blasphemy is to wallow in deletion.*

2026 Null Signal Games Illus. Ferenc Patkós

**7** **VULTURE FUND**

**OPERATION: Transaction - Liability**

Gain 140 and take 1 bad publicity.

*"The boss likes to swoop in at just the last second. You should consider yourself lucky."*

2026 Null Signal Games Illus. Oliver Morik

**3** **FLAGSHIP**

**UPGRADE: Ritz**

HQ or R&D only.

Runs against this server cannot be declared successful. (This effect does not cause runs to become unsuccessful.)

Persistent → During each run against this server, the Runner cannot access more than 1 card other than this upgrade.

*"Gilded lily? You can get one in the gift shop."*

2026 Null Signal Games Illus. Dimik

**1** **SHACKLETON GRID**

**UPGRADE: Region**

Once per turn → When the Runner spends credits from outside their credit pool during a run against this server, you may do 4 meat damage.

Limit 1 region per server.

*You're on your own.*

2026 Null Signal Games Illus. Emilio Rodríguez

**4** **LET THEM DREAM**

**AGENDA: Initiative**

When you score this agenda, you may search HQ, R&D, or Archives for 1 agenda and reveal it. (Shuffle R&D after searching it.) Add that agenda to HQ or the bottom of R&D.

While this agenda is in the Runner's score area, it is worth 1 less agenda point.

2026 Null Signal Games Illus. Ed Mattinian